

FIGURE 1

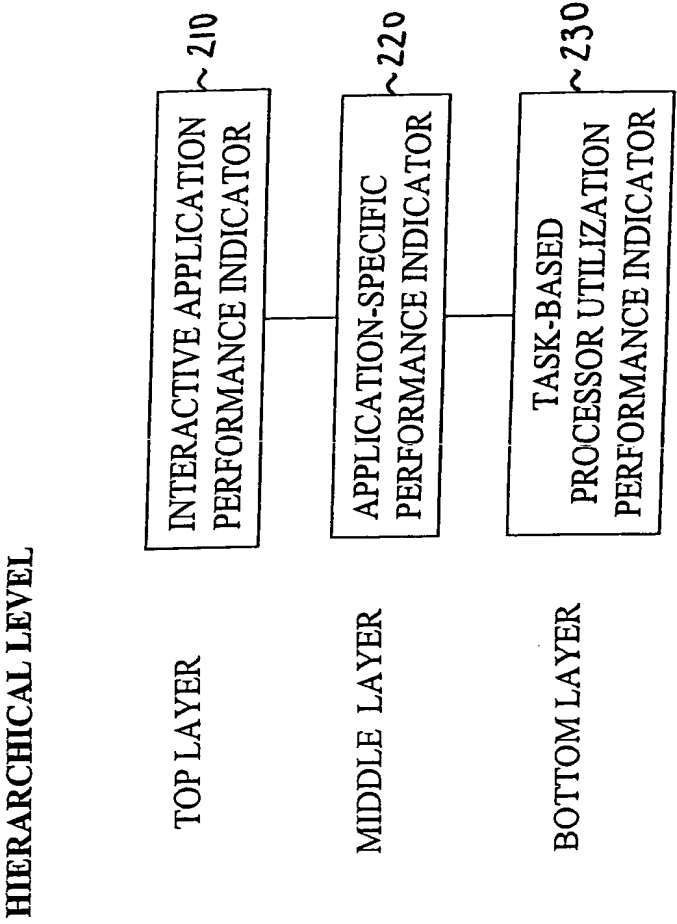


FIGURE 2

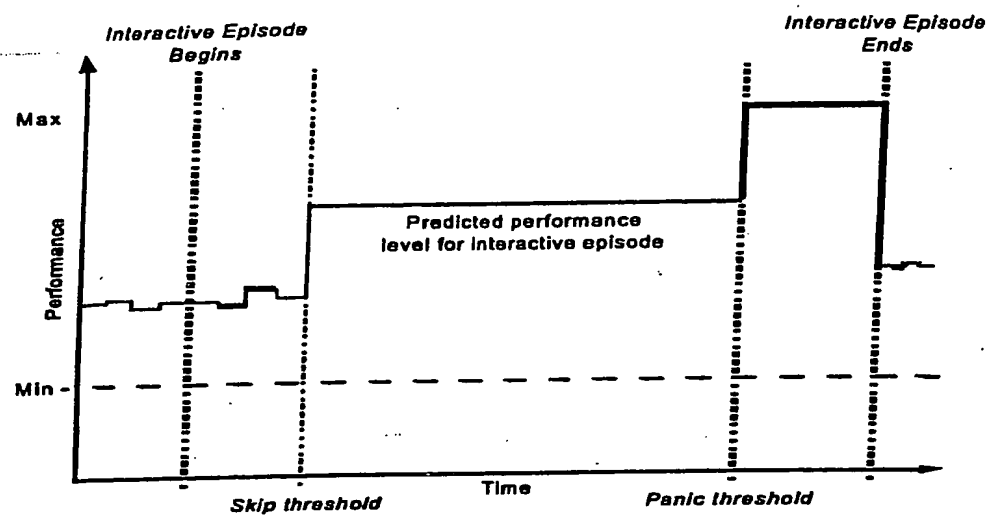


FIGURE 3

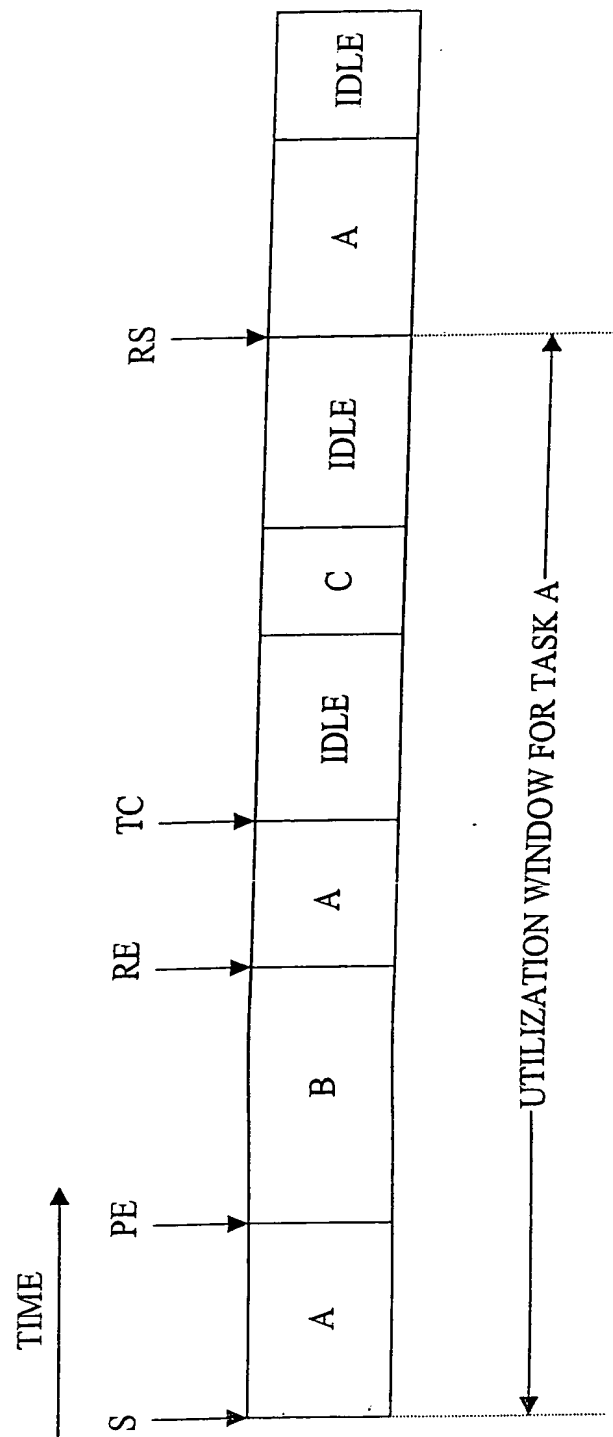


FIGURE 4

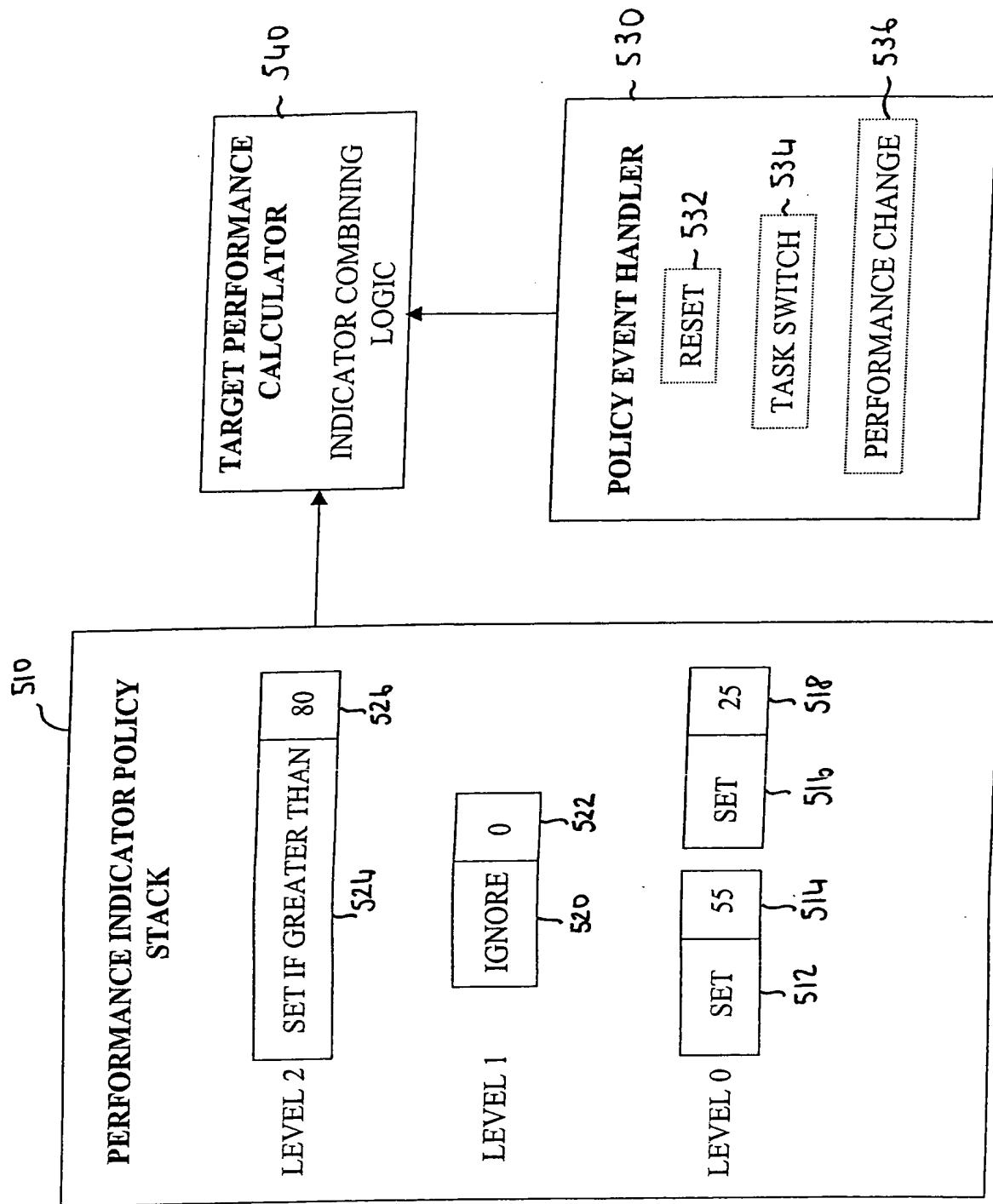


FIGURE 5

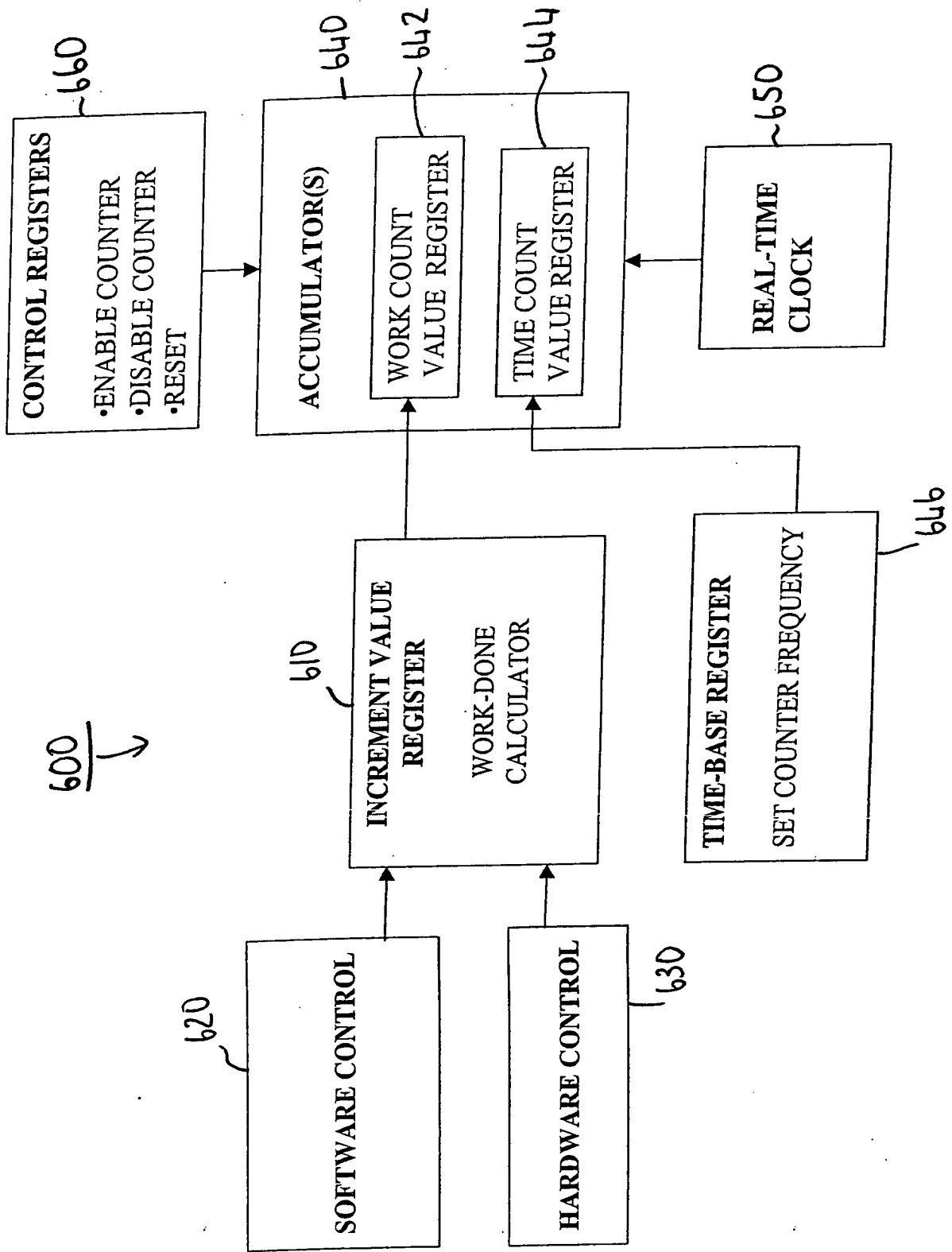


FIGURE 6

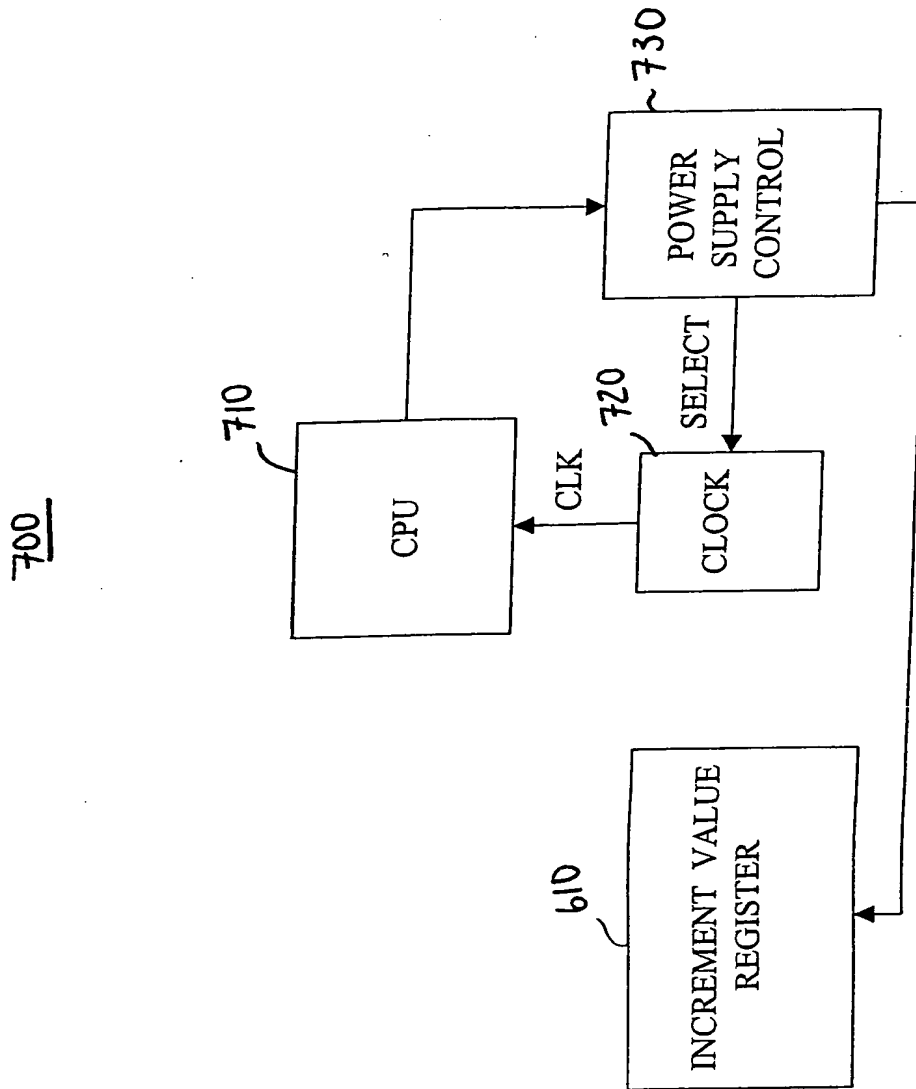


FIGURE 7

	Execution statistics			MPEG decode	
	Length (s)	Idle	Sleep	Ahead (s)	Exactly on time
Danse De Cable 320x160 +audio	247.1	54%	23%	148.10	6
LongRun Present Technique		27%	4%	68.74	1012
Legendary 352x240 +audio	19.4	33%	13%	7.20	19
LongRun Present Technique		24%	7%	4.79	65
Red's Nightmare 320x240	49.1	48%	36%	26.31	5
LongRun Present Technique		32%	13%	16.53	74
Red's Nightmare 480x360	49.3	22%	15%	12.48	87
LongRun Present Technique		18%	11%	8.17	139
Roadkill Turtle 304x240 +audio	121.3	46%	19%	64.93	5
LongRun Present Technique		25%	4%	33.34	237
Sentinel 320x240 +audio	35.6	28%	10%	11.05	80
LongRun Present Technique		19%	5%	6.32	231
SpecialOps 320x240 +audio	60.8	30%	11%	19.01	129
LongRun Present Technique		20%	5%	12.67	305

FIGURE 8

	LongRun					Present Technique					Mean performance reduction over LongRun	
	Fraction of time at each performance level (Mhz)					Fraction of time at each performance level (Mhz)						Mean perf level
	300	400	500	600	Mean perf level	300	400	500	600			
Danse De Cable	6%	19%	33%	54%	89%	51%	48%	0%	0%	59%	34%	
Legendary	0%	3%	17%	79%	96%	0%	8%	88%	4%	82%	15%	
Red's Nightmare small	11%	35%	35%	19%	80%	95%	2%	0%	3%	52%	35%	
Red's Nightmare big	0%	5%	21%	74%	95%	0%	0%	90%	10%	85%	11%	
Roadkill Turtle	3%	10%	23%	64%	92%	1%	97%	1%	0%	66%	28%	
Sentinel	0%	0%	14%	86%	97%	0%	0%	93%	7%	84%	13%	
SpecialOps	1%	2%	14%	83%	96%	0%	2%	93%	4%	83%	14%	

FIGURE 9

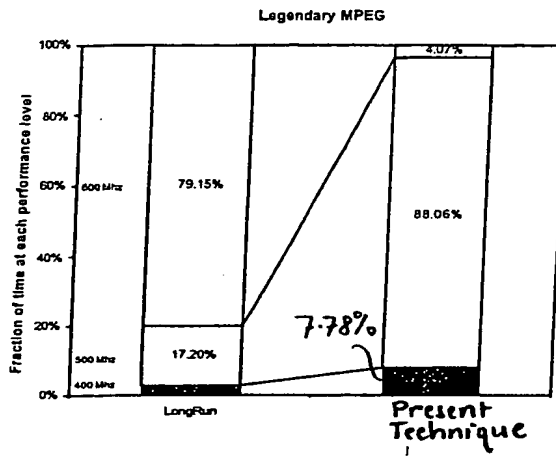


FIGURE 10A

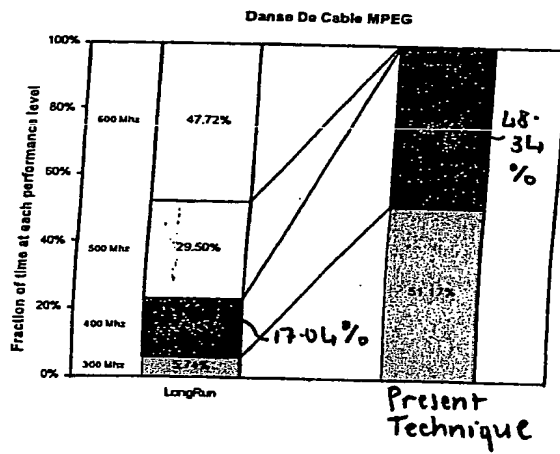


FIGURE 10B

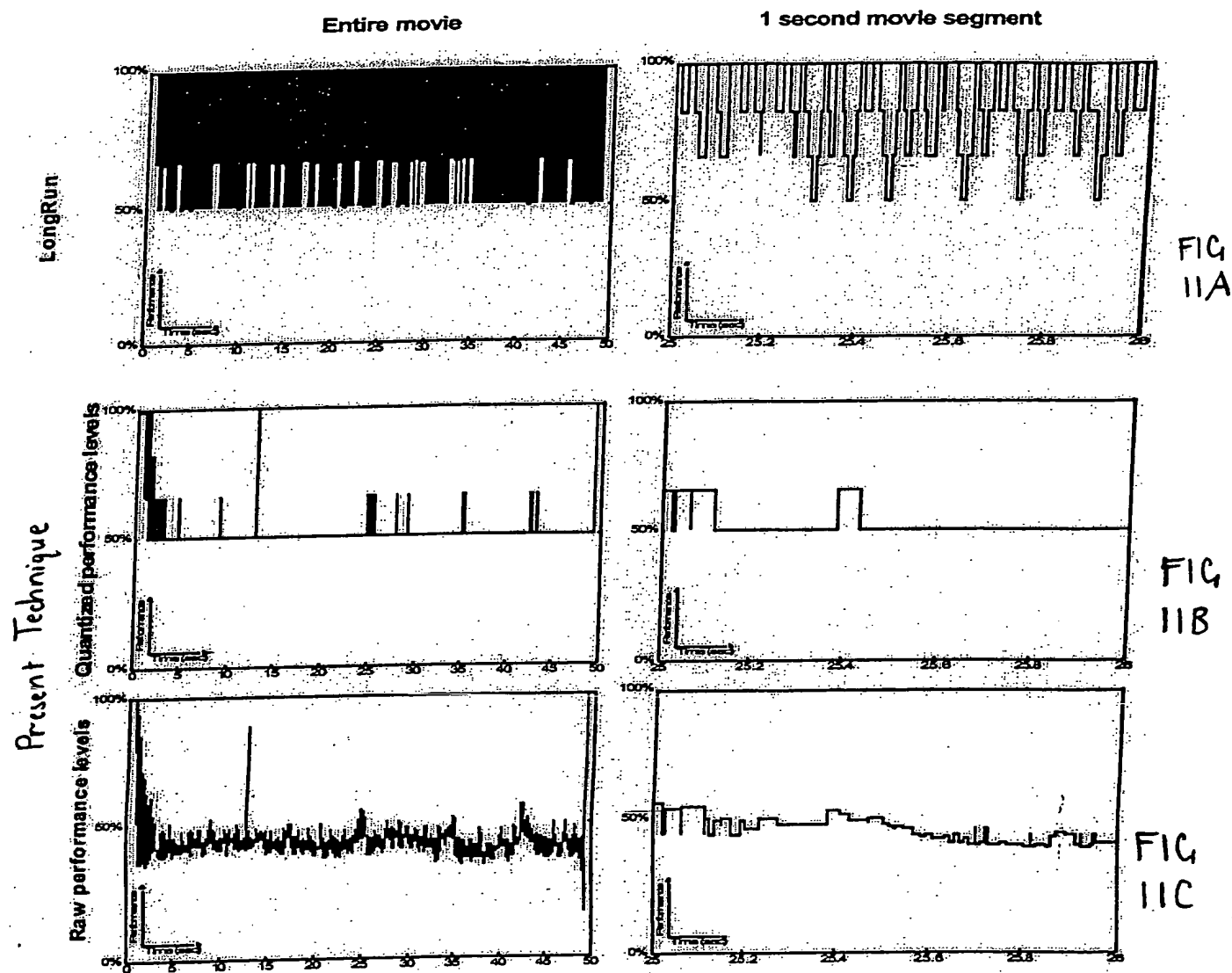


FIGURE 11

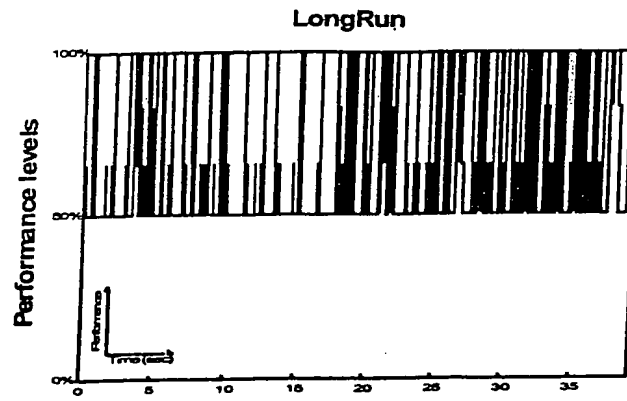


FIGURE 12A

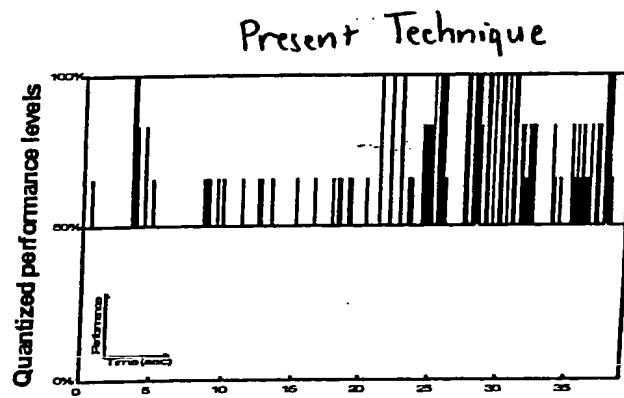


FIGURE 12B

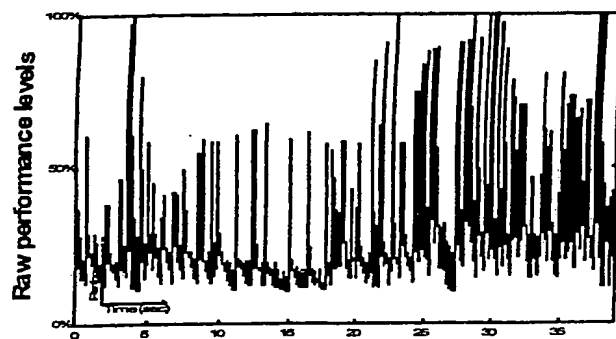


FIGURE 12C

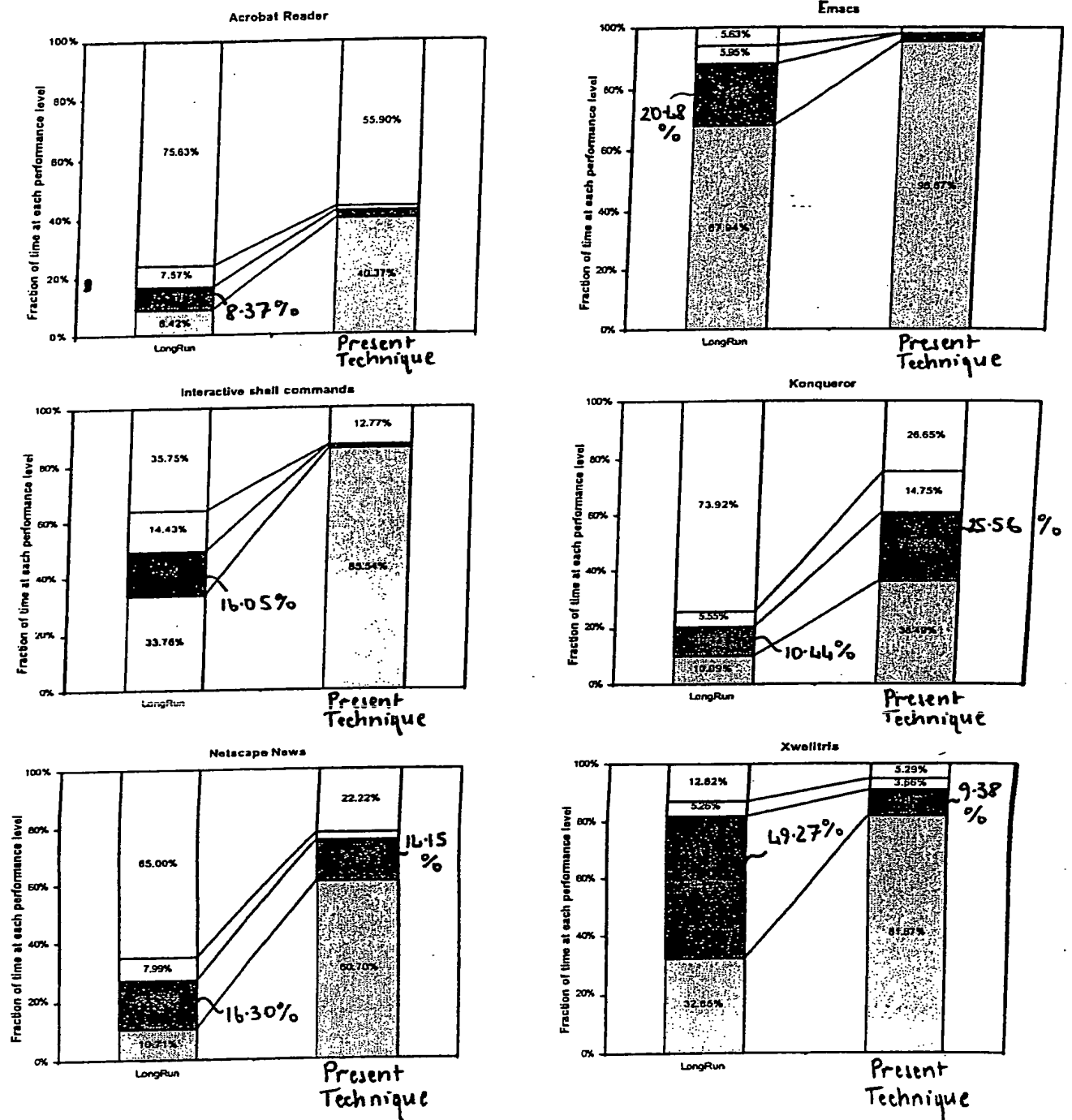


FIGURE 13